

THE STORY

The story starts in 17 million BC (on a Tuesday) with our hero making a visit to his bank. 'Savings and Bones' to deposit a big bag of bones. No sooner had Bignose approached the stoney lobby of the bank when he was jumped on by Leroy the Lizardman, knocked out and had all his bones stolen. When Bignose woke up and realised his bones had been stolen he really did freak out. After about a half hour of jumping up and down and causing mini-earthquakes he was hit by a bright idea and ran off to get busy in his garage.

Two hours later, out he whizzes on his newly invented wheel and begins the quest to recover his bone savings... Your task is to help Bignose retrieve his bones and teach Leroy a lesson he won't forget. There are five sections of play with four levels to each section. At the end of each section Bignose will meet Leroy, he'll usually have a trusty monster ready and will



attempt to snuff out Bignose. Bignose starts the game with three lives and his prehistoric club. Most of the creatures

will kill Bignose on contact—so, don't try to make friends with them, kill them with the club. Bignose also starts the game with one continue.

BIGNOSE'S CLUB

Whilst tearing along the landscape, don't miss the 'three rock' icon. When Bignose picks this up he can use his club to launch rocks at his enemies. Each rock Bignose picks up adds to the number of rocks he can launch per hit (maximum 3). Each rock Bignose picks up when he's already firing three stones will make his stones fly faster—after that he'll get power-stones

which travel straight through the enemy and kill anything in their path. If Bignose is hit whilst carrying rocks, he loses the rocks. If Bignose isn't carrying rocks when he's hit, he's history.

BONES & MUSHROOMS

Pick up bones you find along the way. Collect 25 or more bones before the end of a level and Bignose will get an extra life. The maximum number of lives he can have is nine.

Look out for the mushrooms, some of these will reveal a surprise if Bignose jumps on them. Extra lives, extra bones, invincibility, bonuses and higher jumps can be found. Not all the surprises are nice ones though, some hide creatures or sex off lightning storms and some will even reverse

BIG NOSE Freaks Out



the controls! Not all mushrooms are visible

THE GAME SCREEN

In the top left corner is the number of bones Bignose has collected so far. Below this

Bignose's lives are shown. At the bottom of the screen is the score. Don't forget to look at the rest of the screen because this is where all the action happens!

TIME LIMIT

There is a time limit of approximately 4 to 7 minutes to do each level. The timer is not

actually shown until you have only 30 seconds left (when it replaces the score at the bottom of the screen). When the timer runs out Bignose loses a life.

BONUS STAGES

In the bonus stages Bignose has to jump from mushroom to mushroom across the screen to the end. If he succeeds you win a continue. Each continue allows you to restart Bignose at the level he reached when he was killed. Bignose won't lose a life if he doesn't complete the bonus game.

HIDDEN LEVELS

Throughout Bignose Freaks Out are a number of hidden levels. Some are found by bouncing on mushrooms, others just by falling in the right place. When you find a hidden level or secret memorise where it was.

THE BIG BOSS MONSTERS

After you have completed an area of Bignose Freaks Out (that's four levels), you move on to fight the big boss monsters. These guys are mad maniacs and having Leroy around doesn't help. Each time Bignose confronts a boss, an energy bar will appear above the score at the bottom of the screen.

Some of the big baddies include: Spike, Sidney, Ripper and several of Leroy's stylish inventions which include

a giant catapult and a hot air balloon—so watch out Bignose!

TWO PLAYER TAG MODE

In this game you start with 4 lives. When you lose a life player two takes over! Bignose until he loses another life. This continues until Bignose finally dies. Extra lives prolong the game as usual so keep getting em!

TWO PLAYER CHALLENGE MODE

In this mode you can challenge a friend. You take turns to collect as many bones as possible in 60



seconds. You play 5 levels, one from each area and the winner is the one who has collected the most bones at the end. You take turns to go first in each level. Above Bignose is a number flashing to show whose turn it is. At the end of each area a results table shows who is in the lead.

HINTS & TIPS

Look out for hidden doors. There are 40 hidden levels. Pick up as many stones as you can to increase your firepower. Try jumping everywhere, there are dozens of mushrooms to find—and hidden levels. Look out for level warps too!

Nintendo ENTERTAINMENT SYSTEM



**BIG NOSE
FREAKS OUT**

GAME DESIGN
PROGRAMMING
GRAPHICS
MUSIC
PACKAGING
ART MANAGER
PROJECT MANAGER
PRODUCTION

Darren and Jason Falus
Darren and Jason Falus
Mike Mullard
Allison Seville
Victoria Healy
Shin Seung
Dave Thompson
Steven Rogers
Joe Forney

Camiera and the Camiera design are trademarks of Camiera Corporation and used under license by Camiera Limited Inc.
© Codemasters Software Co. Ltd. 1993. All rights reserved. Big Nose Freaks Out and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd.
Made in the U.K.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the TV.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT let it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.
Camiera will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

** Please contact your TV manufacturer for more information.



Written by
CODEMASTERS

CODEMASTERS' HELPLINE 1-900 RESTART 1 900 737 8278

Calls cost \$1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that
will help you play Big Nose Freaks Out™

This helpline is for: gameplay advice only
If you are under 18, you **MUST** have your parents' permission.
Touchtone phones only.



was brought to you by...



CAMIERA LIMITED INC., LIMITED WARRANTY

Camiera Limited Inc. ("CAMIERA") warrants to the original purchaser only of this Camiera game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the game cartridge has arisen through ABUSE, UNREASONABLE USE, NEGLIGENCE.

Camiera agrees for a period of ninety (90) days to either replace or repair, at Camiera's option, free of charge, the Camiera game cartridge found not to meet Camiera's express warranty, prompt paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camiera's express warranty and returned to Camiera by the original purchaser within ninety (90) days of purchase, is the full extent of Camiera's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or use of trade are all expressly disclaimed.

In no event will Camiera be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camiera game cartridge.
The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions may allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation that will be applicable to the extent it is prohibited by the law in any jurisdiction and such provision shall be severed from the rest of these terms.

Camiera Ltd Inc., 3415 147th Avenue, Markham,
Ontario, L3R 0X3, Canada - Tel: (416) 475-2731

MORE GREAT GAMES TO WATCH OUT FOR!



CODEMASTERS

CAMIERA



Linus needs your help! He has no money, no car and no respect from his fellow Unmen! The trouble is, no one believed his tale of discovering a far away planet called "Earth" so it's your job to help him get back there and take some handy snags! Starting from his home town Old Lino Town, it's cosmic gameplay all the way in a unique blend of adventure and platform action PLUS a whole galaxy of surprises thrown in! Absorb your senses in this Extra Terrestrial Odyssey but keep an eye out for flying saucers in your front yard-you have been warned!



Dizzy's cartoon adventure in Zakaria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.
Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks'. Your adventure begins in front of Dizzy's treehouse high above the forest floor. Good Luck!



FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operation subject to the following two conditions.

- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/shield technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Published by

CAMIERA

GAME DOES NOT WORK OR PLAY?
CUSTOMER HELPLINE TOLL FREE
UNITED STATES & CANADA 1-800-368-3688
CAMIERA GAMES